

**CONSOLE-BASED SYSTEM AND METHOD FOR PROVIDING MULTI-PLAYER
INTERACTIVE GAME FUNCTIONALITY FOR USE
WITH INTERACTIVE GAMES**

5 **Abstract**

 A console system for operating at a central server in communication with remote
user devices that may be individually addressable such as Internet user devices and digital
television set-top boxes. The console system provides a set of predetermined base-
functionality modules that may be leveraged by interactive games provided through
10 various software game modules. The console system may provide functionality related to
email, registration, economy/prize system, reporting, error handling and other functions,
for example. The software game module provides game specific functionality that selects
the base functionality and passes the base functionality parameter values to indicate
operation of the software game over the interactive game network.

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